TO: Doug Kern
cc: Marc Kuffler, Tom McDonough, Phillip Morris
cc: Marc Hirsch, Max Deardorff, 47 Tek

FR: Ken Kajikawa
DT: Thu 8/31/95
RE: Platform Definition + Specifications

After my meeting today with 47 Tek Team (Producer, Ap Programmer, + Platform Programmer) and teleconference with Todd Colletti for further education on technical specifications, I feel 100% confident that on-time delivery will be achieved.

I spoke with Marc Kuffler while in San Francisco today @ approx. 3 PM EST, and confirmed with Todd Colletti @ approx. 4 PM EST, who communicated to me that Sony Computer Entertainment (SCE) has given Phillip Morris (PM) permission to use the "Coin-Op" PlayStation with the following technical specification:

Sony ok

2 MB VRAM
2 MB SRAM
8 MB DRAM
CD ROM DRIVE INPUT

Todd Colletti, SCE, indicated that the "Coin-Op" development systems (which contain programming, graphic, sound, peripheral, and external kits) are available now. Hypothetically, if Media Circus can provide SCE with a purchase order (PO) and check Tuesday 9/5, 47 Tek can pick up the "Coin-Op" "dev system" on Friday 9/8.

Tim Glasser, 47 Tek Platform Programmer for this project, can start coding as soon as he has the dev system. Until then, he does nothing and the clock is ticking. Thus, I must emphasize that we need to submit a check to Sony on Tuesday 9/5/95 so that programming can start in approx. 10 days (Mon 9/11/95).

Max Deardorff, 47 Tek Producer, indicated that he needs one (1) development system (platform programmer) and one additional programming kit (applications programmer) so that he can dedicate two programmers full-time to this project. The following is a forwarded memo from Max:

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Source: https://www.industrydocuments.ucsf.edu/docs/xhdy0004

47 Tek's 8/31 engine consist of:
PSX game components fully developed at 47 Tek -

1) Movie Player - Plays compressed Movies directly from the CD.

2) Sound Player - Plays both continuous background sound from the CD and intermittent sound from the Sound Buffer.

3) Menu Player - Presents the user with choices and loads the appropriate code to handle the user's selection.

4) Memory Card Handler - Allows the user to save and load games to and from the PSX memory cards.

5) Keypad Reader- Reads user input from the keypad and modifies updates the relevant data structures.

6) Render Loop - Each 1/60th of a second it reads the data structures modified by the Keypad Reader, calculates the new positions of the models, sprites and meshes and then draws them onto the screen.

7) Track Player - Lays out polygon mesh tracks of different banking, surfaces, and shapes.

8) Background Handler - Lays out a background consisting of a height and texture mapped mesh of polygons with 3D studio polygon models added for extra realism.

9) Animation Player - This component reads an animation file which is used to animate a 3D studio polygon model

10) Data Initialization - This component reads data files such as Polygon models, texture maps, sound and sprites from the CD player and loads them into the PSX data structures.

11) Spherical, box , plane and hot-dog collision detection - This component makes it possible to make almost any shaped object able to react against another returning collision type. This will also be used to event reaction in the 3D world.

12) Intelligent Camera - This component makes it possible to create "any " camera.

13) Particle System - This component makes it possible to create large amounts of action with a small amount of graphical information. Like a firestorm, clouds, smoke, and rain.

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Source: https://www.industrydocuments.ucsf.edu/docs/xhdy0004

14) Truing Engine - This is the best of all this component gives us the ability to move 3D characters in almost any fashion through the 3D world.

15) Animation Frame Based - This component gives us the ability to animate 3D characters. This system is based on Frames which are more memory intensive.

NOTE: Currently the rebuild I have talked of in the past which may have worried some has been to recreate the Keyframe based animation Engine I have built for Renderware, RenderMorphics and now SONY.

As you can see there is no part of the system which I do not have working. 47 Tek's engine uses all of the Sony base files for Animation, Models, Textures, Graphics, and Sound. As you can see there is nothing that the current engine needs to complete current game spec.

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